



MY FIRST ALPHABET™



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Learning the alphabet is a game that children love to play! The colorful pictures and musical sounds of MY FIRST ALPHABET™ make learning the ABC's an exciting and rewarding experience for you and your child.

MY FIRST ALPHABET can be used in a variety of ways. You can set the program to run automatically while your child watches it. Or you can sit down and review the letters or numbers with your child.

The following description explains how to load the program, the history of the program, and some of the ways it can help to teach the alphabet.

To use MY FIRST ALPHABET, first insert the ATARI BASIC Computing Language cartridge into your ATARI 800™ Home Computer, and then load the program from the diskette. For directions on how to hook up your computer and the ATARI 810™ Disk Drive, refer to the respective operators manuals.



- 1** Pull the release lever on the top of the computer. Insert the ATARI BASIC Language cartridge into the LEFT cartridge slot. Close the cartridge door.

2 Turn on the ATARI 810 Disk Drive. When the red BUSY light goes off, open the disk drive door by pushing the rectangular button beneath it. Insert the program diskette and close the door.



3 Turn on the computer and the television set. MY FIRST ALPHABET draws a clown face on the screen and plays the Alphabet Song as the program is loading.

4 A menu then displays seven choices. Each has a different use as explained on the next page. Press the **SELECT** key until an Alphabet Elf appears in front of your choice, then press the **START** key. You can use the **DELETE BACK S** key to erase any incorrect entries. Whenever you want to return to the menu, wait until the current picture is finished and then press the **SELECT** key.





Autorun randomly displays each letter and number. Autorun begins when you select it or begins automatically if you do not touch the keyboard for a few minutes.



Use **Selected Pictures** to choose a series of letters and numbers you want the program to display in a specific order. After the screen displays a number or letter, you must type it on the keyboard before the next selection displays.



For a random display of both letters and numbers, choose **Letters and Numbers**. You must type the matching letter or number on the keyboard before the next picture displays.



For a random display of letters, select **Letters Only**. Again, you must match the letter before the next letter displays.



If you want the numbers to randomly display, select **Numbers Only**. Again, you must match the number before the next number displays.



If you want a particular letter or number, choose **Call a Picture**.



Would you like to hear the Alphabet Song again? If so, just select **Alphabet Song**.

A Parent's Guide to Using My First Alphabet

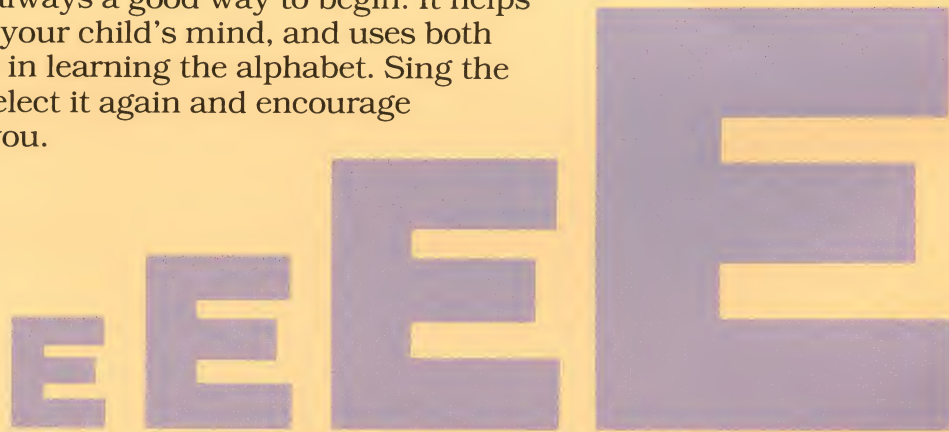
Fernando Herrera created MY FIRST ALPHABET for his four-year-old son Steve. Because Steve had been born with a severe eye problem, Fernando was concerned that poor vision would hinder his son's intellectual development.

Convinced that Steve could see better than his doctor believed was possible, Fernando wrote a program displaying the letter E in different sizes. Steve could see every size, and was so attracted to the computer that he spent hours playing with one letter.

Gradually, Fernando added the other letters and numbers and provided seven program choices to help structure learning lessons for a child. The following discussion shows you a variety of ways to use these choices.

Alphabet Song

The ALPHABET SONG is always a good way to begin. It helps fix the flow of the alphabet in your child's mind, and uses both his visual and auditory senses in learning the alphabet. Sing the letters as they appear. Then select it again and encourage your child to sing along with you.



Letters Only, Numbers Only, Letters and Numbers

These options are similar to AUTORUN in that the letters and numbers are displayed randomly. These choices are useful for review, if your child is beginning to memorize the groups of letters or numbers you've been using in SELECTED PICTURES. Also, your child must match each letter or number. You'll find that the rewards given in the matching exercise will get your child more involved in the learning process.

Autorun

Next, try the AUTORUN option. When you first learn to use MY FIRST ALPHABET, you'll like AUTORUN because the program runs by itself. AUTORUN is also helpful with children too young to use the keyboard.

In this and the other choices, the picture displays first to encourage your child to name the letter before it appears. When the picture displays, ask your child to name the object.

Try a variation of the following dialogue:

(Screen displays a dog)

Child: Dog!

Parent: Right, Mary!

(The program draws the letter D.)

Ask your child to repeat the letter.

Parent: And what letter does dog start with?

Child: B!

Parent: No, D. Dog starts with D.

Child: D!

Parent: Very good, Mary!

AUTORUN goes through all the letters of the alphabet and numbers 0 through 9. After the last letter or number the program returns to the menu.



Selected Pictures

Young children often have difficulty learning the whole alphabet at once. Considering this, it might be easier for you to divide the alphabet into groups of letters, such as A-F, G-L, and so on. To do this, the **SELECTED PICTURES** option is useful because it lets you preselect a series of letters or numbers.

First, choose this option from the menu, then type in the series you want. After you press the **START** key, the selected pictures are displayed. (The **SELECT** key returns you to the menu.) You must press the matching letter or number on the keyboard before the next picture is displayed. Help your child find and press the letter or number. The interaction with the keyboard helps him remember the letters and numbers.

(Screen displays an airplane.)

Parent: Do you know what that is?

Child: Airplane!

Parent: Very good, Johnny! Do you know what letter airplane starts with?

Child: No.

Parent: A. Airplane starts with A.

(The program draws a letter A.)

Parent: Do you see any other letters that look like the big A?

Child: No.

Parent: Look at the line at the bottom of the television screen. Now do you see any letters that look like A?

(Child looks at television set and points to A's in ARROW and ARM.)

Parent: Very good, Johnny! Can you find the A on the keyboard?

(Child looks at keyboard. If he doesn't find it immediately, help by placing his finger on the A.)

Parent: Here is the letter A. Now press the key.

(Computer makes music and flashing colors to reward child, then goes to the next picture.)



Call a Picture

This option is similar to SELECTED PICTURES, except that you enter one letter or number at a time. Your child can select his favorite pictures and take great pleasure in showing off what the child has learned. It's also useful for children who don't know the alphabet because it lets them press any key just to see what happens. Press the **SELECT** key when you want to return to the menu.



Parent: What picture do you want to see, Gary?

Child: Cow!

Parent: What letter does cow start with?

Child: K!

Parent: No, dear. Try again.

Child: C!

Parent: You're right, Gary! Cow begins with a C! Where is C on the keyboard?

(Child points to the letter C)

Parent: Very good! Press the C key and let's see if we get a cow!

(Child presses C key. A cow is drawn on the screen.)

Child: Cow!

Parent: Do you see anymore C's?

Child: (pointing to the word CAT) Here's a C!

Parent: Very good, Gary!

Vocabulary Building

Not only can you use MY FIRST ALPHABET to teach the letters and numbers, but you can also use it to help build your child's vocabulary. Every picture is full of objects, colors, and shapes to teach your child. Select CALL A PICTURE from the menu. Press the W key and watch as the program draws a witch. The witch picture is made of several different objects, each with its own name. Point out each part of the picture and ask your child to identify it.



Parent: What is this picture?

Child: A witch!

Parent: Right, Nancy! (pointing to the hat) What is this?

Child: Hat!

Parent: Very good! (pointing to the cape) Do you know what this is?

Child: No.

Parent: This is a cape. Can you say cape?

Child: Cape!

Parent: Very good, Nancy! Do you know what a cape is?

Teaching the Numbers

To teach your child numbers, try **SELECTED PICTURES** and preselect 0 through 9. (You may want to begin with the odd numbers since the clown faces are drawn more slowly than the cups of milk.) As each cup of milk or clown face appears, take your child's hand and point to it, counting out loud, until all nine are on the screen. Ask your child how many cups have milk or how many clowns are smiling. Take his hand again and point to each one, counting out loud. (Program draws nine clown faces.)

Parent: Look! Clowns! Let's count the clowns. (Take child's hand and point to each one.) One, two, three, four, five, six, seven, eight, nine. Nine clowns!

Child: Nine!

Parent: Let's count how many clowns are smiling! (Take child's hand.) One, two, three. Three smiling clowns!

Child: Three!

Parent: (pointing to the number 3) This is the number of smiling clowns. How many is this?

Child: Nine?

Parent: No, three. Let's count them again. One, two, three . . .



Odd and Even Numbers

Your child may or may not be ready to learn the difference between odd and even numbers. If you feel he is, here are some ways to approach this concept.

Explain to your child that a group of two is called a pair. Show your child that numbers counted out in pairs without any “leftovers” are called even. Even numbers are shown as cups of milk.

Show your child that numbers counted out in pairs with one “leftover” are called odd. Odd numbers are shown as clown faces. Then point out that when you count from zero to nine, the odd and even numbers take turns. Cups of milk (even numbers) are followed by clowns (odd numbers).

MY FIRST ALPHABET is a learning game that children really enjoy! You’ll discover how flexible MY FIRST ALPHABET is because it grows with the child’s skill. You’ll have fun helping your child learn the ABC’s . . . and more!

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